AMENDMENTS TO THE CLAIMS:

This Listing of Claims replaces all prior versions, and listings, of claims in the present application:

LISTING OF CLAIMS:

1.   (Original) A gaming terminal for playing a basic wagering game and a bonus game, comprising:

at least one display for displaying a randomly selected outcome for said basic wagering game, said randomly selected outcome being selected from a plurality of outcomes in response to receiving a wager input from a player, said plurality of outcomes including a start-bonus outcome; and

wherein, in response to said start-bonus outcome being said randomly selected outcome, said at least one display displaying a lottery ticket with lottery numbers thereon and a real-life video of a lottery drawing in which number-bearing lottery balls are randomly selected, said player achieving a bonus award in response to a match between at least some of said lottery numbers and said selected number-bearing lottery balls.

2.   (Original) The gaming terminal according to claim 1, further comprising a network interface for connecting said gaming terminal to a network of gaming terminals.

3.   (Original) The gaming terminal according to claim 1, further comprising a controller for randomly selecting said number-bearing lottery balls.

4.   (Original) The gaming terminal according to claim 2, wherein said controller resides in said gaming terminal.

5.   (Original) The gaming terminal according to claim 2, wherein said controller resides on a network server to which several gaming terminals are connected.

6.   (Original) The gaming terminal according to claim 2, wherein said controller randomly selects said lottery numbers on said lottery ticket.

7.   (Original) The gaming terminal according to claim 1, further comprising a player input mechanism for allowing said player to select said lottery numbers.

8.   (Original) The gaming terminal according to claim 1, further comprising a storage unit located in said gaming terminal for storing said real-life video.

9.   (Original) The gaming terminal according to claim 1, further comprising a storage unit located on a network to which several gaming terminals are connected, said storage unit storing said real-life video.

10.   (Original) The gaming terminal according to claim 1, further comprising a player identification system for identifying said player, said player identification system causing said at least one display to display a customized greeting to said player.

11.   (Original) The gaming terminal according to claim 10, wherein said player identification system further causes said at least one display to display a lottery ticket having lottery numbers that are preselected by said player and stored within said player identification system.

12.   (Original) The gaming terminal according to claim 1, further comprising a video unit connected to said gaming terminal for processing said real-life video and providing full-screen, full-motion playback of said real-life video to said at least one display.

13.   (Original) The gaming terminal according to claim 12, wherein said video unit is a separate unit that is capable of providing said full-screen, full-motion playback on a stand-alone basis.

14-29. (Cancelled)

30. (Currently Amended) A method of conducting a wagering game via a gaming system, said gaming system including a display, a processor, and a storage unit, said method comprising:

    allocating, via the processor, lottery numbers to a player of said wagering game;

    storing, via said storage unit, a plurality of real-life video clips showing different outcomes of a lottery drawing with number-bearing lottery balls;

    randomly selecting an outcome for said wagering game; and

    playing back, via said display, one <u>or more video clips</u> of said plurality of real-life video clips corresponding to said randomly selected outcome.

31. (Original) The method according to claim 30, wherein said wagering game is a basic wagering game.

32. (Original) The method according to claim 30, wherein said wagering game is a bonus game that is initiated upon occurrence of a predetermined outcome for a basic wagering game.

33. (Previously Presented) The method according to claim 30, wherein said step of allocating includes randomly selecting, via said processor, said lottery numbers.

34. (Previously Presented) The method according to claim 30, wherein said step of allocating includes allowing the player to manually select said lottery numbers displayed on said display.

35. (Original) The method according to claim 30, wherein said plurality of real-life video clips includes a real-life close-up view of every possible combination of number-bearing lottery balls.

36.   (Original) The method according to claim 30, wherein said plurality of real-life video clips includes a real-life close-up view of certain ones every possible combination of number-bearing lottery balls.

37.   (Original) The method according to claim 30, wherein said step of randomly selecting an outcome includes said number-bearing lottery balls rolling from a drum of lottery balls down a chute path and into a chute, said plurality of real-life video clips including a close-up view of each number-bearing ball rolling down a portion of said chute path.

38.   (Currently Amended) The method according to claim 30, wherein said plurality of real-life video clips is augmented with includes an animated close-up view of every possible combination of number-bearing lottery balls.

39.   (Original) The method according to claim 30, wherein said plurality of real-life video clips are full-screen, full-motion video clips.

40-47. (Cancelled)

48.   (Currently Amended) A method of conducting a wagering game on a gaming terminal, the method comprising:

    receiving, via at least one input device, a set of player-preferred selections from an array of player selectable options, said set comprising a preferred outcome;

    storing, in a database, said a set of player-preferred selections from an array of player selectable options, said array used for determining a randomly selected outcome to said wagering game;

    randomly generating, via one or more processors, an outcome of said wagering game;

    retrieving said set of player-preferred selections from said database;

    displaying, via at least one display device, real-life video of a lottery drawing in which number-bearing balls are selected, said selected number-bearing balls comprising said randomly generated outcome;

applying said set of player-preferred selections to said <u>randomly generated outcome</u> <s>wagering game</s>; and

determining an outcome of said wagering game<u>, via the one or more processors,</u> based on <u>a match between at least some of said player-preferred selections and said selected number-bearing balls</u> <s>said applying step</s>.

49.   (Currently Amended) The method according to claim 48, wherein said <u>wagering game is a bonus game triggered by a start-bonus outcome occurring in a basic game</u> <s>outcome of said wagering game is determined by comparing said player preferred selections with randomly selected options from said array of player-selectable options</s>.

50.   (Original) The method according to claim 48, further comprising displaying said array of player-selectable options prior to said retrieving step.

51.   (Currently Amended) The method according to claim 48, wherein said <u>real-life video is stored on a network to which said gaming terminal is connected</u> <s>wagering game is a lottery game</s>.

52.   (Original) The method according to claim 48, wherein said database is stored on a network to which said gaming terminal is connected.

53.   (Original) The method according to claim 52, further comprising retrieving said set of player-preferred selections based on a player's identity.

54-57.   (Cancelled)